Team Requirements

• Games will be played with 8 players on each team.
  o Minimum of 5
• Up to 15 players can be checked in per game. 16 for CoRec.
• All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
• If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  o If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
• If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  o 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  o Following a forfeit, teams must call the Intramural Sports Office by 12:00pm the next day to remain in league
• Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Sports and Rec Park

Player Equipment and Behavior

Player Equipment
• The game ball will be provided for all kickball matches.
• Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and athletic sneakers are the only permissible footwear. Sandals, street shoes, hiking boots, combat boots, five finger style shoes, or metal spikes are not allowed. No player will be allowed to participate in bare feet. Any player seen wearing metal spikes after the first pitch of the game will be ejected.
• All jewelry must be removed.
  o Medical alert jewelry is the only jewelry allowed and it must be taped down
  o If jewelry is seen by a staff member, it must be removed. It cannot be taped over.
• Players are encouraged to wear the same color.
• Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  o A player who is in obvious pain or discomfort by performing basic sport-specific skills will not be allowed to continue

Player Behavior
• Unsportsmanlike conduct will not be tolerated. The following behaviors will result in a technical foul:
  o Refusal to comply with or abide by a request or decision of an official
Disrespectfully addressing an official or an opponent
Playing or attempting to play without signing in with their KSU ID
Participating in a fight (AUTOMATIC EJECTION)
Any act deemed by an official to be unsportsmanlike

- All unsportsmanlike conduct will result in an immediate red card and removal from the game and facility
- If a player receives two yellow cards, that individual will be removed from the game
- If a team accumulates 3 red cards (soft or hard) in a game, they will forfeit the contest
- Officials should not be pursued off the court to discuss game issues. Harassment of an official or Intramural Staff member will result in suspension from play.
- The team captain is responsible for the conduct of his/her spectators. A team can be penalized for the actions of their spectators, including influencing the sportsmanship rating for the game.

### Game Length and Timing

**Play Periods**
- A game will consist of six (6) innings or 40 minutes, whichever comes first.
  - No new inning will begin once the 40-minute time limit has expired.
- Any inning which has been started prior to the time limit expiring will be completed.
  - Championship games will not have a time limit.

**Overtime**
- Regular season games can end in a tie
- Extra Innings (Playoffs Only): In the event that the score remains tied after 6 complete innings or 40 minutes, extra innings will be played until the tie is broken. The team at bat will begin with a runner on second base. Regular season games can end in a tie.

**Timeouts**
- There are no timeouts

**Mercy Rule**
- There is no mercy rule

### Facility Specifications

- There shall be 4 bases spaced out evenly on the field
  - The distance from home to 1st base will be 20 yards (60 feet)
- The pitching rubber shall be 12 yards (36 feet) from home plate
- The bunt line shall be an arc evenly 5 yards (15 feet) from home plate
- There will be no home run line
- Any ball that leaves the turf or crosses a line designated as out of play, the ball becomes dead

### Rules of Play

**Pitching**
- Teams will pitch to their own kickers. A member of the defensive team will position themselves no closer than 3 feet from the pitcher to act as a fielder.
- Pitchers (of the kicking team) will not be responsible for playing defense.
  - When the pitcher is struck by a kicked ball before it passes a member of the defensive team, the kicker will be called out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw.
    - If in the umpires opinion the pitcher interferes with any part of a defense play, the
The ruling will follow guidelines similar to interference and obstruction in the NIRSA softball manual.

- The pitcher must be a member of the offensive team, but does not have to be one of the kickers in the line-up.
- All-time pitchers are permitted (must be signed in as a team member).
  - If the pitcher is a kicker in the line-up, when it is the pitcher’s turn in the line-up, another player will be required to enter the game to pitch.
- In the act of delivering the ball to the kicker, the pitcher shall stand with at least one foot in contact with the pitching rubber until the ball leaves the pitcher’s hand. A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. Bounces are permitted.
- Each kicker will receive a maximum of 3 pitchers. If a kicker allows three pitches to pass and has not kicked the ball, he/she will be out.

**Kicking**
- 8 players will kick each inning.
  - Up to 8 outs may be recorded during a team’s at-bat
  - Any team that begins a game with 6 or 7 players may add players to the bottom of its line-up to a limit of 8 batters.
- The kicking order may change each inning.
- The offensive team (pitcher and kicker) is responsible for notifying the defensive team when the last kicker is preparing to kick. If the final kicker kicks without the offense notifying the defense that it is their last kicker, that kicker will be ruled out, no runs will be allowed, and the inning will be over.
- The kicker must contact the ball within 3 feet of home plate. If a kicker contacts a ball outside of 3 feet, he/she will be called out and all runners must return to their original base.
- Foul balls on the 1st or 2nd pitch will be ruled foul. If a foul is kicked on the 3rd pitch, the batter will be out.
- There are no walks.
- A kicked ball must clear the bunt line in front of home plate to be in play. Balls that come to rest inside this area or that are fielded in this area are considered foul and if on the 3rd pitch, the kicker will be out. All balls fielded in this area are considered dead and all runners must return to their original bases.

**Fielding/Defense**
- Defensive positioning is restricted by the following:
  - No more than 5 players (including a "fielding pitcher" and catcher) may position themselves within the infield area prior to a pitch being kicked. In a game with 8 fielders, 3 must begin each play in the outfield area.
  - Catchers are not required.
  - If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 3 feet from the pitching rubber. The "fielding pitcher" may not position themselves in front of pitcher's rubber (closer to the plate) until a ball is kicked.
- The kicker is out in situations similar to softball (forceouts, flyouts, etc).
  - In addition, a runner is out when he/she is hit by the ball below the shoulders.
    - The ball does not have to be “controlled” to hit a runner and force them out.
  - Any runner hit above the shoulders is safe.
    - In this case, the play continues but the runner who was hit above the shoulders is NOT liable to be put out until after he/she touches the next base.
    - In the event of a slide, if a runner is hit in a non-malicious fashion above the shoulders, the runner is out
o If the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners must return to the base they last touched).
  - In the event a fielder intentionally throws a ball towards and contacts a runner's head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
• When the last kicker bats, the first out during that kick will be treated like a third out in a baseball/softball game for purposes of scoring. The first out or the completion of the kick completes the half-inning.
  o No runs will score on an out from a forced out
  o Any runs scored prior to a non-forced out will count
• There is no infield fly rule.

CoRec Modifications

Teams
• A team can have no more than 4 of any one gender on the field at once and no fewer than 3 of any one gender
• A maximum of 3 of either gender may play in the infield, with a total maximum of 5 players
  o This maximum includes the pitcher and catcher.
  o The remaining players will play the outfield.
• CoRec Teams must alternate male and female kickers

Scoring
• Scoring will be the same for both males and females